

Gentlemen,

I understand that you are under the impression that a copy-protection mechanism is necessary to ensure that digital broadcasting is successful. Digital copy protection should be applied to the CONTENT, not the transmission medium. Relying on the medium for protection has been shown to fail in every instance. Game manufacturers used to punch holes in their diskettes at special places so they couldn't be duplicated. These games were copied DAYS after they were published. In my 31 years in the computer business I've never seen nor heard of ONE successful scheme to protect content using the medium.

Please try to use common sense. Don't waste time on an idea that can't succeed and can only raise costs and complexity, slowing the adoption of long-overdue digital broadcasting. Unless, of course, that IS your intention.

Tim Daly
daly@idsi.net